

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

- 1           1. (Previously Presented) A method of sending an electronic message from  
2 within a game application to an intended recipient over a network, comprising:  
3                 receiving a user input selecting an image generated by the game application;  
4                 generating a message form from within the game application for receiving  
5 message information;  
6                 combining the selected image and the message information into a composite  
7 message; and  
8                 sending the composite message from within the game application to the intended  
9 recipient over the network.
- 1           2. (Original) The method of claim 1 wherein message information further  
2 comprises address information for the recipient.
- 1           3. (Original) The method of claim 1 wherein message information further  
2 comprises message text to be transmitted to the recipient.
- 1           4. (Original) The method of claim 1 further comprising:  
2                 receiving an address specifying a recipient of the message; and  
3                 attaching the address to the composite message; and wherein sending comprises  
4 sending the composite message to the specified address.
- 1           5. (Original) The method of claim 1 further comprising:  
2                 receiving a generate message command; and

3                   responsive to receiving the generate message command, pausing execution of the  
4 application.

1                 6. (Original) The method of claim 5 further comprising:  
2                   responsive to a message containing the image being transmitted, resuming  
3 execution of the application.

1                 7. (Original) The method of claim 1 further comprising:  
2                   sending a message containing recipient and sender data to a predetermined  
3 recipient to allow the predetermined recipient to identify potential users of the application.

1                 8. (Canceled)

1                 9. (Previously Presented) A method of capturing a gaming experience of a  
2 currently executing game application for transmission as a message to a remote recipient:  
3                   capturing a user selected multimedia information generated as part of the gaming  
4 experience;  
5                   receiving text to accompany the multimedia information;  
6                   creating a composite message using the captured multimedia information and the  
7 received text; and  
8                   sending the composite message from within the game application to a recipient at  
9 a remote location.

1                 10. (Original) The method of claim 9 wherein capturing user selected  
2 multimedia information comprises  
3                   capturing an image currently being displayed by the application.

1                 11. (Original) The method of claim 9 wherein capturing the user selected  
2 multimedia information comprises:  
3                   retrieving an audio file linked to the application.

1                 12. (Previously Presented) The method of claim 10 wherein capturing an  
2 image further comprises:

3                   removing extraneous information from the currently displayed image.

1                 13. (Previously Presented) The method of claim 10 wherein capturing an  
2   image further comprises:

3                   scaling the currently displayed image to a smaller size.

1                 14. (Original) The method of claim 9 wherein sending the composite message  
2   comprises:

3                   compressing the multimedia information.

1                 15. (Original) The method of claim 14 wherein sending further comprises:  
2                   converting the composite message into a format compatible with an electronic  
3   messaging protocol.

1                 16. (Original) The method of claim 9 further comprising:  
2                   pausing execution of the application responsive to receiving a selection of  
3   multimedia information.

1                 17. (Original) The method of claim 16 further comprising:  
2                   resuming execution of the application responsive to sending the composite  
3   message.

1                 18. (Original) The method of claim 9 further comprising:  
2                   displaying a notification to the sender that the sent message has been received.

1                 19. (Previously Presented) A computer readable medium for sending an  
2   electronic message from within a game application to an intended recipient over a network, the  
3   computer readable medium storing instructions for causing a processor to:  
4                   receive a user input selecting an image displayed by the game application;  
5                   generate a message form from within the game application for receiving message  
6   information;  
7                   combine the selected image and the message information into a composite  
8   message; and

9                   send the composite message from within the game application to the intended  
10                  recipient over the network.

1                   20.       (Original) The computer readable medium of claim 19 storing instructions  
2                  that further cause the processor to:

3                   pause execution of the application responsive to receiving a generate message  
4                  command; and  
5                   responsive to a message containing the image being transmitted, resume  
6                  execution of the application.

1                   21.       (Previously Presented) The computer readable medium of claim 18  
2                  wherein the instructions to receive user input selecting an image further cause the processor to:  
3                   remove extraneous information from the displayed image.